

ABSTRACT OF THE DISCLOSURE

A system and method for rapid processing of scene-graph-based data and/or programs using
5 a render bin is disclosed. In one embodiment, the system may be configured to generate a plurality
of structures and thread that manage the data originally received as part of the scene graph. The
structures and threads may be configured to convey information about state changes through the use
of messaging. The system may include support for messaging between threads, messaging with
time and/or event stamps, epochs to ensure consistency, and ancillary structures such as render-bins,
10 geometry structures, and rendering environment structures. One of the structures may be a render
bin that may be used to implement parallel rendering.

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